Fall 2020
Online Courses
LIBERAL ARTS
Myth, Ritual, and Symbolism Aug 24–Dec 11
Creative Writing Aug 24–Dec 11
Liberal Arts Advanced Seminar Aug 24–Dec 11
Current Events Aug 24–Dec 11

GRAPHIC AND WEB DESIGN
Graphic Design Essentials Sep 28–Dec 11
Design in Context Aug 24–Dec 11
Web Development Aug 24–Dec 11

ILLUSTRATION AND COMIC ARTS
Motion Illustration 1: The Fundamentals Sep 28–Nov 1
Motion Illustration 2: Moving Forward Nov 2–Dec 11
Comic Art Crash Course Sep 28–Nov 1
Concept Art for Film, Animation, and Games Sep 8–Nov 15

FINE ARTS
Drawing Through a Lens Aug 24–Dec 11
SUSTAINABLE DESIGN

ISSP-SA (Sustainability Associate) Test Prep  Nov 2–Dec 11

Systems Thinking  Aug 24–Dec 11

Visual Communications for Sustainability  Aug 24–Dec 11

Booklet Illustrations by Alex Mitchell
LIBERAL ARTS

Myth, Ritual, and Symbolism
HS 3317 20  3 credits
By examining myth/ritual and its symbolization process, this course explores the significance of myth—spanning from the ancient Greek stories to modern comics. Anthropological and psychological theories on the origins of mythology are emphasized. Class material utilizes cross-cultural as well as comparative examples from contemporary fine arts and popular culture. Class sessions are a mix of lecture and discussion. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.
• Instructor: Dawn Pankonien
• Course Duration: Aug 24–Dec 11

Creative Writing
HS 3920 20–21  3 credits
This course investigates the aesthetic issues at the heart of writing as an art in itself. Course topics illuminate the kind of thinking that guides and inspires and require students to develop presentations and to explore creatively. Students engage in deep investigations into the nature of communication and inquiries about the role of language. The class may include trips to and possibly participation in local events to enhance the classroom experience and students’ understanding of the creative writing process. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or faculty permission.
• Instructor: Maya Hlavacek (sec. 20)
• Instructor: Beth Workman (sec. 21)
• Course Duration: Aug 24–Dec 11

Liberal Arts Advanced Seminar
HS 5010 20  3 credits
The Liberal Arts Advanced Seminar enables students to pursue their own research and writing goals within a seminar setting. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisite: Junior standing
• Instructor: Dawn Pankonien
• Course Duration: Aug 24–Dec 11
Current Events
HS 3520 20  3 credits
This course examines through various lenses the ways in which contemporary events circulate in the news, from hard-copy newspapers to online blogs, from trained journalists to eyewitness observers, and from social media venues to emerging media forms. Individuals in this course engage deeply with the local, national, and international news and explore the many sides to contemporary issues, covering a range of events, topics, and regions. Key to understanding the contemporary news is not only developing a sense of how history can repeat itself but also learning to employ strategies of critical literacy in order to examine information in greater depth and detail. How do political speeches, authority figures, media pundits, and public opinion polls influence and get influenced by contemporary events as represented in the news? What strategies and paths might help the contemporary global citizen be accurately and also critically informed about the world today? This course fulfills a Histories, Places, and Philosophies requirement for Humanities and Sciences.
• Instructor: Kjel Johnson
• Course Duration: Aug 24–Dec 11

GRAPHIC AND WEB DESIGN

Graphic Design Essentials
VC 4207 20  2 credits
This class introduces individuals with little or no design background to the graphic design practice. Students work both on and off the computer to complete assignments that explore basic 2D communication principles integrating color, shape, texture, typography, and photography to build a visual language. Essential skills in Adobe Photoshop and Illustrator that support the task of each assignment will be taught through weekly tutorials. Students will develop an understanding of the stages of the design process (research, ideation, sketching, etc.), and project outcomes include collages, patterns, posters, and a logo. At the end of the class, students will be guided through the process of sequencing and presenting a digital portfolio of their designs.
• Instructor: Erika Hutchings
• Course Duration: Sep 28–Dec 11
Design in Context  
GWD 6405 20  
3 credits

Because the outlines of the profession continually change, the graphic designer must know how to integrate an understanding of visual literacy with broad-based cultural knowledge. This seminar examines the theoretical basis of graphic design, defining basic concepts and vocabulary used within the profession, such as information architecture, pattern-recognition, grids, proportion, rhythm, sequence, and gestalt. In addition, the course explores the contemporary history of graphic design from the mid-nineteenth century to the present, with an emphasis on cross-disciplinary inspiration, varied cultural influences, technological innovation, and expanded applications. Great emphasis is placed on thorough research as an integral part of the ideation process. Throughout the course, weekly exercises and small projects that build on one another provide the student with a comprehensive understanding of the discipline of graphic design.

- Instructor: Ana Llorente  
- Course Duration: Aug 24–Dec 11

Web Development  
GWD 6610 20  
3 credits

In this course students learn how to create visually appealing, well-organized web pages using the fundamental languages for creating content and style on the web: HTML and CSS. The class begins with HTML and is introduced to tags, links, lists, tables, forms, web standards (old, new, and evolving), and the foundation of web page construction. Using CSS, students then apply style sheets to HTML, using fonts, colors, divs, spans, layout, and positioning to create a well-crafted web page.

- Instructor: TBD  
- Course Duration: Aug 24–Dec 11
ILLUSTRATION AND COMIC ARTS

Motion Illustration 1: The Fundamentals
CSDE 9478 20 1 credit
As media increasingly moves from print to digital, motion illustration is becoming an essential skill. This introductory course will explore animation as the artist's and illustrator's tool. With guided lessons and studio work time, students will explore fundamental motion principles and tools necessary for creating looping GIFs, animatics, animated logos, and simple shorts. Through discussions and the study of examples—both commercial and lesser known work—students will explore various methods of storytelling. Students will gain a proficiency in animating illustrative work—broadening their professional practice and skill set. Upon completion of this course, students will be able to critically discuss reasoning for aesthetic and functional choices in their craft, to take an idea from sketch and storyboard to completion, and will be able to pair still illustrations with sister animations. For this course, students will primarily use traditional materials and Photoshop. Prerequisite: Familiarity with Adobe Photoshop
• Instructor: Annelise Capossela
• Course Duration: Sep 28–Nov 1

Motion Illustration 2: Moving Forward
CSDE 9488 20 1 credit
Go beyond beginner! In this intermediate course, illustrators will learn more advanced techniques to animate using primarily Photoshop, as well as some tools in Adobe After Effects. From short films and music videos, to professionally-executed editorial GIFs and social media sticker packs, this course is for the illustrator and artist who wants to have the tools to complete polished motion illustration. Learning skills such as character walk cycles and character animation, techniques for creating longer animated pieces with transitions and edits, and knowing when and how to incorporate Adobe After Effects, students will gain the knowledge needed to complete a wide range of personal and/or professional projects. Included in this course will be a deep-dive into a project of the student’s choosing, with intensive guidance and critique. This Motion Illustration Part Two course serves as an extension of Motion Illustration Part One, and can also be accessed by those who have foundational experience with animating in Photoshop with Video Timeline. Prerequisites: Motion Illustration 1 or Experience using Photoshop Video Timeline.
• Instructor: Annelise Capossela
• Course Duration: Nov 2–Dec 11
Comic Art Crash Course  
CSDE 9305 20  
1 credit  
Students in Comics Crash Course will learn the fundamental skills necessary for creating comics. Students will be guided to a working knowledge of crafting and producing comics, and will be mentored on how to develop their own creative voice. Weekly readings, technical demonstrations, and critiques of smaller assignments will supplement the completion of a short form comic over the five weeks. Topics covered will include craft and production, drawing, 2D art principles, narrative structure and concepts, critical thinking, and industry and publishing.  
• Instructor: Alex Mitchell  
• Course Duration: Sep 28–Nov 1

Concept Art for Film, Animation, and Games  
CSMA 4800 20  
2 credit  
Concept Art is an essential part of development for visual storytelling. Found in the early stages of film, animation, and game projects, this previsualization tool allows creators to imagine and explore cinematic moments through engaging illustrations. Through examination of influences, terminology, and techniques, students will select methods to create a suite of preproduction art emphasizing key story beats, characters, props, and environments. Visual research and documentation of process will be emphasized, from moodboarding and early pencil sketches to polished illustrations using Photoshop. Synchronous meetings will focus on discussion, demonstration, and live critique. Students complete exercises and assignments contributing to the creation of a final portfolio that showcases narrative worldbuilding.  
• Instructor: Lafe Smith  
• Course Duration: Sep 8–Nov 15

FINE ARTS

Drawing Through a Lens  
2D 3303 20  
3 credits  
See. Examine. Draw. Explore the microscopic world of plants and insects from direct observation through a lens and from rich, scientific, online databases of digitally captured magnifications. In this class, students explore the relationship between art and science through the close examination of botanical and insect life. The observed information is transformed into large- and small-scale drawings in a variety of media. Topics include natural formations of pattern, metamorphosis, artists who integrate science and art, and building a series of related works.  
• Instructor: Amy Sands  
• Course Duration: Aug 24–Dec 11
The demand for skilled sustainability practitioners has grown exponentially in the past three decades. As businesses, nonprofits, and governments worldwide have adopted sustainability-focused practices, the need for professionals with the expertise to guide them has never been greater. To build sustainability professionals’ credibility in the eyes of clients, colleagues, employers, and the public, the International Society of Sustainability Professionals (ISSP) developed standards of practice for sustainability professionals. This course will help prepare professionals applying sustainability to their industries for the ISSP-SA (Sustainability Associates) exam.

- Instructor: Holly Robbins
- Course Duration: Nov 2–Dec 11

We are transitioning from the age of design for the part to the age of design for the whole. Systems thinking, languages of design, and product life cycles are integrated and they form the solid foundation for innovative products. This course provides students with the tools required to succeed in today’s dynamic market and a world of uncertainty. Actionable theory is absorbed through market-specific projects.

- Instructor: Curt McNamara
- Course Duration: Aug 24–Dec 11
Visual Communications for Sustainability
SD 6700 20 3 credit
We are increasingly surrounded by data, and information is collected and categorized in the smallest of increments. Data on sustainability is no exception. How do we use and present data in a way that is relevant for consumers? In this course students learn about the growing field of information design and critically evaluate how it relates to communicating sustainability. Customized project-based assignments take students deeper into real-life situations.
- Instructor: Holly Robbins
- Course Duration: Aug 24–Dec 11
1) DOCUMENT PROCESS!
Keep copies of files—even drafts, sketches, “failures”, and works-in-progress.

2) PLAN AHEAD!
If you know you’ll be busy later in a week, you can start early and post work before it’s due.

3) BE ON TIME!
Stay on top of deadlines. If you’re falling behind, seek help immediately.

4) STAY ACTIVE!
Online courses aren’t a spectator sport. Success depends on your active participation. Log in and work everyday.

5) KEEP GOING!
If you hit a snag, let your instructor or support staff know, and keep going.